Adventures in Aeronautics			
2007 Mathematics			
Curriculum Standards			
South Carolina Mathematics			
Grade 3			
Activity/Lesson	**State**	**Standards**	
Adventures in Aeronautics	SC	MA.3.3-2.1	Compare whole-number quantities through 999,999 by using the terms is less than, is greater than, and is equal to and the symbols <, >, and =.
Adventures in Aeronautics	SC	MA.3.3-2.3	Apply an algorithm to add and subtract whole numbers fluently.
Adventures in Aeronautics	SC	MA.3.3-2.7	Recall basic multiplication facts through 12 x 12 and the corresponding division facts.
Adventures in Aeronautics	SC	MA.3.3-2.8	Compare the inverse relationship between multiplication and division.
Adventures in Aeronautics	SC	MA.3.3-2.9	Analyze the effect that adding, subtracting, or multiplying odd and/or even numbers has on the outcome.
Adventures in Aeronautics	SC	MA.3.3-2.10	Generate strategies to multiply whole numbers by using one single-digit factor and one multi-digit factor.
Adventures in Aeronautics	SC	MA.3.3-2.11	Use basic number combinations to compute related multiplication problems that involve multiples of 10.
Adventures in Aeronautics	SC	MA.3.3-3.3	Use symbols to represent an unknown quantity in a simple addition, subtraction, or multiplication equation.
Adventures in Aeronautics	SC	MA.3.3-5.6	Use analog and digital clocks to tell time to the nearest minute.
Adventures in Aeronautics	SC	MA.3.3-5.7	Recall equivalencies associated with time and length: 60 seconds = 1 minute and 36 inches = 1 yard.
Adventures in Aeronautics			
2007 Mathematics			
Curriculum Standards			
South Carolina Mathematics			
Grade 4			
Activity/Lesson	**State**	**Standards**	
Adventures in Aeronautics	SC	MA.4.4-2.3	Apply an algorithm to multiply whole numbers fluently.
Adventures in Aeronautics	SC	MA.4.4-2.4	Explain the effect on the product when one of the factors is changed.
Adventures in Aeronautics	SC	MA.4.4-2.12	Generate strategies to add and subtract decimals through hundredths.
Adventures in Aeronautics	SC	MA.4.4-5.1	Use appropriate tools to measure objects to the nearest unit: measuring length in quarter inches, centimeters, and millimeters; measuring liquid volume in cups, quarts, and liters; and measuring weight and mass in pounds, milligrams, and kilograms.

Adventures in Aeronautics	SC	MA.4.4-5.3	Use equivalencies to convert units of measure within the U.S. Customary System: converting length in inches, feet, yards, and miles; converting weight in ounces, pounds, and tons; converting liquid volume in cups, pints, quarts, and gallons; and converting time in years, months, weeks, days, hours, minutes, and seconds.
Adventures in Aeronautics	SC	MA.4.4-5.6	Apply strategies and procedures to determine the amount of elapsed time in hours and minutes within a 12-hour period, either a.m. or p.m.
Adventures in Aeronautics	SC	MA.4.4-5.8	Recall equivalencies associated with liquid volume, time, weight, and length: 8 liquid ounces = 1 cup, 2 cups = 1 pint, 2 pints = 1 quart, 4 quarts = 1 gallon; 365 days = 1 year, 52 weeks = 1 year; 16 ounces = 1 pound, 2,000 pounds = 1 ton; and 5,280 feet = 1 mile.
Adventures in Aeronautics			
2007 Mathematics			
Curriculum Standards			
South Carolina Mathematics			
Grade 5			
Activity/Lesson	**State**	**Standards**	
Adventures in Aeronautics	SC	MA.5.5-2.4	Compare whole numbers, decimals, and fractions by using the symbols <, >, and =.
Adventures in Aeronautics	SC	MA.5.5-2.5	Apply an algorithm to add and subtract decimals through thousandths.
Adventures in Aeronautics	SC	MA.5.5-2.8	Generate strategies to add and subtract fractions with like and unlike denominators.
Adventures in Aeronautics	SC	MA.5.5-5.6	Apply procedures to determine the amount of elapsed time in hours, minutes, and seconds within a 24-hour period.